**Notes**

**Room Db Creation**

1. Create entity class that represents a table, Then create entity columns with it’s getters and setters
2. Create Dao Class ”Data access objects ” with crud operations, any custom query annotate it as query and write the query
3. Create RoomDatabase
   * It must be abstract class
   * It must extend RoomDatabase
   * It must be a singletone
   * Annotate it with database that takes
     + array of entities
     + Version number that must be increased on any update to database structure
4. Synchronized means one thread at a time can access this singleton object in case of multithreading
5. Repository class provide an abstraction layer between data layer and rest of application it provides data from multiple sources
   * We create the database in it’s constrctor and init dao object and get all notes liveData List
   * Then we provide methods for all db opreations and do them in another thread for example async tasks to prevent app from freezing
   * All async tasks must be statics if they are inner classes to prevent memory leaks
6. To insert some data on creating the room database we
   * Create static callback method
   * It’s return type is RoomDatabase.Callback
   * And make a new object and override oncreate method
   * Use async task to add to database and send instance as the db dao object